**Week 7**

**Monday 18th May 2020**

**Invention**

**Last week, we used imitation to change parts of Beowulf in order to help structure our story. Remember, the plot structure for a defeating the monster story is:**

* Introduce the setting
* A monster appears and causes problems
* The monster is difficult to defeat
* The main character defeats the monster
* The main character is rewarded.

**This week, you are going to invent your own story. This means you have to stick to the same plot structure but have more freedom of what happens.**

**To start with, create a mind map of all the different ideas you could have. Just like we do in class. Add as many things as you can think of. It would be useful to do yours on paper so you have it in front of you when you write. See my example below to help you start…**

**Resolution**

**Use a weapon**

**‘Outwit’ the monster**

**Rewarded with money**

**Rewarded with power**

**Problem**

**Monster eating people**

**Stealing food**

**Guarding treasure**

**Guarding someone important**

**Setting**

**Quiet Village**

**Busy town**

**Cave**

**Cliff top**

**Main Character**

**Hero**

**Heroine**

**Boy**

**Girl**

**Monsters**

**Ogre**

**Giant**

**Dragon**

**Defeating the monster story**